

## KEY NEW FEATURES IN v.4.0 //

### Modeling

- :: **Polygon Hide/Unhide:** Specify the visibility of polygons on selected polygon mesh models.
- :: **GC\_PolygonReduction:** Reduce multiple models and scenes in batch mode.

### Animation

- :: **Dopesheet Enhancements:** Use the Dopesheet to control the animation data stored in plug-in dialogs or in mental ray® shader dialogs.

### Materials and Textures

- :: **Multiple UV Texturing:** Allows multiple textures to use unique UV domains.
- :: **Vertex Colour Enhancements:** Vertex colours can now use any material shading model including Phong, Blinn or Lambert and can also be combined with the material diffuse/transparency components.
- :: **Shading Normal Editing:** Interactively edit the orientation and length of shading normals of selected or all components on polygon mesh models.
- :: **FreezeNormalColours:** Sample plug-in that creates vertex colors based on the direction of shading normals.
- :: **SetCurrentMatTxt:** Set the current material(s) and texture(s) on one or many models at a time, using the selection status of materials and textures in the Schematic view.
- :: **SetVertexColors:** Enhanced to allow users to choose among the new shading models for vertex colors.

### User Interface/General

- :: **TurboGetScene:** Provides increased performance for loading scenes and also guarantees that the right texture images will be used when loading a scene from a database that was moved to a new location on the network.

### Playstation 2 TIM2 Image Support

### NEW SDK Components and SAAPHIRE functions

# SOFTIMAGE®|3D

#### AWARD-WINNING ANIMATION TOOLSET

**SOFTIMAGE®3D** is Softimage's legendary 3-D character animation product for the film, commercial/broadcast and games development markets. **SOFTIMAGE3D** features robust, production proven organic modeling, legendary character animation tools and high-quality photorealistic rendering—providing a perfect first step into the world of 3-D production. New version 4.0 offers a range of new features with an emphasis on game authoring including multiple UV texturing, vertex color authoring and polygon hide/unhide tools. **SOFTIMAGE3D** also offers an easy upgrade path to the next-generation **SOFTIMAGEXSI™** nonlinear animation (NLA) system.

#### INTERACTIVE GAMES TOOLS

**SOFTIMAGE3D** games development environment provides a selection of platform-specific tools and exporters for on-target platforms like Sony PlayStation, PC/DirectX and Nintendo 64. Take maximum advantage of platform and rendering options with unbeatable on-target viewing tools and target-specific rendering-attribute editors.

**SOFTIMAGE3D** also features import and export of the Softimage dotXSI™ v.3.0 file format, designed especially for interactive media applications. The dotXSI file format allows ASCII import and export of characters, models, and animation for complete customizability of any game development pipeline.

**SOFTIMAGE3D** offers vertex color manipulation and authoring, including alpha-channel support, as well as powerful UV texture editing, and texture pre-lighting with Rendermap\*\* to capture sophisticated mental ray lighting and effects directly in texture maps.

#### INTUITIVE WORKFLOW

**SOFTIMAGE3D** is well known for its intuitive, animation-oriented workflow. Tools are specifically designed for integration into the overall production pipeline, providing rapid, high-quality results to meet the most demanding deadlines. The tools are also where an artist expects them to be, allowing the creative process to flow, so artists can focus on their creations.

#### OPEN EXTENSIBLE ENVIRONMENT

**SOFTIMAGE3D** is a continually evolving system, refining existing tools and providing powerful customization avenues, both within the product and through the **SOFTIMAGEISDK** (Software Development Kit), **SOFTIMAGEIGDK** (game development kit), and **XSI Viewer Tools™**.

# 4.0

## WORKFLOW

Designed to follow the natural workflow of the animation process.

- :: **Animation Tools:** Playback from any frame, flip-flop, and loop.
- :: **Camera Memory:** Camera position/interest, zoom factor.
- :: **Customization:** Advanced UI with a clean, customizable look.
- :: **Cut and Paste:** Ability to cut and paste between text fields.
- :: Extensible Database Management Tools.
- :: **Manipulation & Transformation Modes:** Referential/relative-to-view rotation, referential translation, constant volume scaling.
- :: **Spreadsheet:** Perform complex queries on scenes and elements. Use up to 500 different search variables (e.g. models, materials, textures, and lights).
- :: **SupraKeys:** Similar to hot keys, SupraKeys create keyboard short-cuts and saves them to a preference file.
- :: **SwiftKeys:** Keyboard accelerators allow quick access to menu items without using the mouse.
- :: **SwiftMouse:** Assigns SwiftKeys to a navigational mouse direction.

## VIEWING

Optimized viewing for interactive system performance.

- :: **Camera:** Up-vector constraint, frame selection/all, rectangular/cursor zoom, zoom, orbit, track, dolly, roll, show/select camera, select interest, hide camera, settings (field of view, depth of field, focal length, aperture, distance to object), picture format (custom, cine, slide, video), turntable view (camera rotation around one axis in parallel projection view).
- :: **Softimage Live:** A stand-alone runtime viewer allowing you to playback animations and test game interactions.
- :: **Textures:** Support for sequential texture animation in shaded view.
- :: **Views:** Perspective, front, top, right, orthographic, and schematic.
- :: **Viewing Modes:** Wireframe, Shaded, Shaded Wireframe, Rotoscope (wire, shade), Depthcue, Ghost, Transparent Ghosting, Hidden Line, Matte, Vertex color shaded view.

## INTERFACE

- :: **Support for the Windows NT Clipboard:** Cut, copy, and paste information to and from the Windows NT Clipboard. Convenient for copying and sharing expression examples.
- :: **Keep Dialog Boxes Accessible:** Now temporarily minimize a dialog box instead of closing it. Make a change in the Material Editor or the Texture dialog boxes, and quickly check your choices by orbiting, zooming, and panning the object in a Perspective view.
- :: **Display Shaded and Wireframe in the Same Window:** Display both shaded and wireframe objects in the Perspective view for faster interaction and playback.
- :: **Choose How Textures Are Aligned in Paint Module:** Align the Paint module's grid with the pixels themselves and not the center of the pixels.
- :: **TurboGetScene:** Provides increased performance for loading scenes and also guarantees that the right texture images will be used when loading a scene from a database that was moved to a new location on the network.

## MODELING

Highly interactive Softimage modeling toolset includes polygon, patch, NURBS, and Meta-Clay geometries.

- :: **Mesh Selection Tools:** Mesh selection tools for selecting groups of polygons using new types of criteria such as distance from plane and concavity.
- :: **2-D/3-D Primitives:** Arc, circle, cone, cylinder, cube, dodecahedron, grid, icosahedron, null, octahedron, square, sphere, spiral, torus, tetrahedron.
- :: **Advanced NURBS:** Full quadratic/cubic modeling support, including trim/project/blend NURBS surfaces, and curve extrusion.
- :: **Animated Modeling Operations:** Bevel, bridge, bump map, duplicator, extrude, push, shrink-wrap.
- :: **Boolean:** 2-D and 3-D Boolean support including intersection, difference, and union.
- :: **Cluster Center:** Allows powerful facial animation.
- :: **DropPoints and SlidePoints:** Drop, draw, and move the points of one object so that they conform to the surface of another.
- :: **GC.ConnectTheDots:** Rapidly connects tagged vertices of a polygon mesh to those of a reference mesh.
- :: **GC.Displace:** Displaces vertices of a polygon mesh using texture color information.
- :: **GC.Polygon Reduction:** Performs fast interactive polygon count reduction using less memory.
- :: **General Operations:** Animation-based duplication, alignment, bevel, convert, clean-up, fractalize, guided extrude, breakup, local lattice, shrink-wrap, polyskin, edit point/coordinate, freeze, inverse, merge mesh, merge surface, order, plane clipping, rotate, round, scale, subdivide, symmetry, tag, translate, zip patches, extrude, skin, revolution, four-sided patches, proportional modeling and offset (border and pipe effects).
- :: **Geometry Types:** Face, polygon, patch, NURBS, bezier/linear/cardinal/free-form/ B-spline/NURBS curves.
- :: **Instantiation:** Create duplicates without adding geometry to the scene.
- :: **Meta-Clay:** Density-based modeling for organic, sculptured objects.
- :: **Text:** Full TrueType support, (20-font library included).
- :: **Polygon Hide/Unhide:** Specify the visibility of polygons on selected polygon mesh models.
- :: **Polygonal Operations:** Polygon as object, 3-point planar constraint, assignable centroid reference, multiple polygon select, rounding, extrusion, revolution.
- :: **Polygonal Modeling:** Low level polygon modeling tools, part of an extensive mesh modeler.

- :: **Polygon Reduction:** True interactive polygon reduction system, including selection control for tagged vertices/selected polygons, and options for surface attribute preservation (materials, vertex colors, UV texture coordinates, etc.). *Batch mode available.*
- :: **Relational Modeling:** Establish a permanent relationship between an object and its source operator (extrusion, revolution, skin, 4-sided, zip surfaces, extract, inverse, trim NURBS, and project on NURBS).
- :: **ShrinkWrap:** Wrap low-density NURBS surface over arbitrary meshes with full texture preservation.
- :: **Smooth:** Reduces noise and smoothes polygonal mesh objects, which is particularly useful for scanned data.
- :: **Easier Manipulation of Bézier Patch Surfaces:** Extra handles on the surface of Bézier Patches to make them easier to manipulate and maintain surface planarity; now make a Bézier surface from a series of skinned curves.
- :: **Collapse Point, Edges & Polygons:** Edit > Collapse lets you remove points, edges, or entire polygons from a polygon mesh.
- :: **Fix Invalid Polygon Mesh Objects:** GC.Validate Mesh helps you respond to the "collision of polygons X,X that have the same oriented edge" message that sometimes appears when working with polygon mesh objects.
- :: **Inverse Instances:** Effect > Inverse now works on instances of models.

## ANIMATION

Powerful, flexible tools for bringing characters to life with realistic movement, personality, and expression.

### General Animation

- :: **Animation Editors:** Function curve (fcurve), dopesheet (including animation sequencing), spreadsheet.
- :: **Animation Effects:** Flock, wave, explode, glue, flake, jitter, limit, lockdown, magnet, polyshrink.
- :: **Animation Sequencer:** High-level interface to animation through the dopesheet. Load, save, and manipulate 'Actions' (groups of f-curves).
- :: **Audio Track:** Mix dual audio tracks with independent volume control, while synchronizing with animation.
- :: **Basic Controls:** Explicit path, f-curves, keyframing, lattices, shape, motion capture.
- :: **Constraints:** Position, orientation, direction, bounding plane, tangency to animation path, camera/object up vector, normal to polygon surface, object to cluster, cluster to object, 3-point planar, 2-point linear.
- :: **Deformations:** Premier deformation tools allow modification of an object's shape over time, including clusters, control point, effector, patch, spline, vertex, curve, surface, and lattice.
- :: **Dynamics:** Collision, density, elasticity, fan, friction, force, gravity, kinetic/static roughness, mass, nail, wind.
- :: **Expressions:** Define relationships between objects. Modify existing function curves or channel input/output.
- :: **MakeMovie:** Combines rendered Softimage .pic files with an audio file to create a .mov (IRIX) or .avi (Windows NT) file, in addition it provides file compression for both formats.
- :: **Q-Stretch:** Automatic "squash and stretch" deformation based on speed and acceleration.
- :: **Shape, Cluster and Lattice:** High-level animation control in the action and f-curve tracks of the dopesheet, manage the nuances of geometry manipulation.
- :: **Sound Support:** Dopesheet-level support for sound files.

### Character Tools

- :: **2-D and 3-D Inverse and Forward Kinematics:** Including specification of angle and rotation limits.
- :: **Export envelope and skeleton data:** GameFilter allows preservation of the skeleton and weights assigned to the envelope to be filtered and then exported in the dotXSI file format.
- :: **Flexible Envelopes:** Automated weighting of vertices.
- :: **ModifyWeights:** Allows easy editing and assignment of envelope weights for complex models and skeletons, showing individual vertex weights even when multiple vertices are selected.
- :: **Resolution-Independent Envelope Tools:** Copy/paste weight maps between envelopes of varying resolution, or across boundaries.
- :: **Rigid Envelopes:** Transformation-based envelopes.
- :: **Skeleton Generalization:** Use models as skeleton hierarchies.
- :: **Skin:** Automatic/local/global/weighted.
- :: **Standard Skeletons:** 19 and 55 Degree-of-Freedom Skeletons included in the interface
- :: **Surface Continuity Manager:** Maintains continuity between NURBS surfaces so that they always appear smooth when animated.
- :: **Weighted Envelopes:** Automated weighting of vertices. Skeletal memory is maintained when a new skin is applied. The envelope weights editing tools show weight information per vertex, and allow multiple envelopes to be edited in a single session.

### Channels Motion Capture/Control

- :: **Channel drivers:** Mouse, microphone, dial box (SGI only), Space Ball (SGI only), Polhemus 3Space, Ultratrak, Fastrak, Ascension, Flock of Birds, SuperFluo, Motion Analysis, Acclaim, Acclaim Skeleton, Monkey, Biovision, Megellan, MIDI (able to access all sliders, switches, pitchbender), MS Joystick.
- :: **Data Input Devices:** Permit prototyping behavior and animating using input devices (e.g. MIDI, magnetic, visual or mechanical MOCAP).
- :: **Extensive MOCAP Library:** Covers a wide range of movements in five categories: dance, fights, sports, generic, tutorials.
- :: **Output Channels:** Export animation for events triggering, external robotics, MIDI, sound or motion camera rig control.

## RENDERING

Procedural shaders, volume rendering and true distributed processing, make mental ray® one of the most powerful image-rendering systems available. The renderer included natively in SOFTIMAGE3D, one of the fastest commercially available raytracers, can also be used.

### mental ray® renderer software version 2.1\*\*

mental ray® v.2.1 refines the industry-leading renderer with technology that adds special effects, improves the quality of images and speeds up previewing and rendering.

- :: **2.5-D Motion Blur:** Calculates motion blur from camera's point-of-view.
- :: **Caustic Effects:** Simulate the effect of light that passes through refracted materials like water or crystal.
- :: **FXDirector:** Allows quick creation and preview of optical effects (e.g. volumetric lights, smoke).
- :: **Global Illumination:** Replicates the natural behavior of reflected light, producing much more realistic images with fewer light sources and easier setup.

## GAMES DEVELOPMENT ENVIRONMENTS

SOFTIMAGE3D provides specialized tools for production of interactive games and environments. Our platform support includes hierarchy filtering, animation compression, material propagation and tessellation, shape animation and filtering for each platform (N64, NIFF, HMD, ASCII only) View (pan, zoom, orbit, dolly, frame all, walk-through) models, materials, textures, and animation on target game platforms. Preview option included for ASCII, NIFF, HMD, N64, GameFilter. Interactive timeline control also available (move current frame, playback, loop, frame step).

SOFTIMAGE3D includes support for the dotXSI™ v.3.0 file format. dotXSI is an ASCII file format defined by Softimage to store SOFTIMAGE3D scene data and has the advantage of being optimized for current game engine technologies. This file format can be easily imported into, and exported from SOFTIMAGE3D, and extended or customized to meet any special requirements. dotXSI can also be converted into other file formats and imported into third party software.

- :: **Direct3D DX5:** Export/Import/Viewer.
- :: **GameFilter:** Allows filtering directly on current scene data, including hierarchy filtering, animation compression, and deformations plotting. Including NURBS support and mesh tessellation options.
- :: **Nintendo N64** (C Source Code): Export.
- :: **Nintendo NIFF2:** Export, and attribute editor.
- :: **Playstation HMD:** Export supports geometry and texture attributes for individual objects, attributes for individual textures, cameras, lights, selection of animation type, and animation filter selection. SOFTIMAGE3D includes MilMe animation support.
- :: **Playstation RSD/TMD/TIM and TIM2:** Export/Import/Viewer.
- :: **dotXSI v.3.0:** Import/Export/Viewer, supports envelopes, IK and skeletons animation constraints, n-joint 2-D inverse kinematics data, material and texture sharing, triangle strips.
  - :: **Instances:** Export model instances to the dotXSI file format.
  - :: **Hidden objects:** Even if objects are hidden in the scene, you can now choose to export them.
  - :: **Material animation, Texture animation, and Texture scripts:** The dotXSI file format will store any animation you have applied to the materials and textures in the scene.
  - :: **Clusters:** Clusters and cluster centers are now stored in the dotXSI file format. The XSI Export command also lets you scale objects in the scene and output only the animation data.

## TOOLS

Forming the gateway into and out of Softimage, these tools allow complete flexibility for moving between Softimage and standard industry file formats, both for images and objects.

### Supported Formats

- :: **3D Studio Converter:** Export/Import.
- :: **Geometry Formats:** dotXSI, 3D Studio (objects, animation, and textures), IGES, DXF, OBJ (including UV support).
- :: **Image Formats:** Artisan, Alias/Wavefront, Aurora, Everest, RGB, RGBA, SGI, Targa, Targa 16-bit, TIFF, PIC, Vertigo, YUV, AVI (Windows NT only), DIP (Windows NT only), JPEG, GIF, IFL, DMP, FLC, FLI, CEL, KODAK Cineon (FIDO) Format.
- :: **Render File Formats:** Softimage, SGI, Quantel/Abekas\*\*, PostScript (line rendering only), RGB 8-bit\*\*, Alias 8-bit\*\*, Zpic (both Softimage and mental images).
- :: **Softimage Formats:** dotXSI file import and export, with savable dialogue presets.

### SOFTIMAGESDK

A comprehensive set of APIs which allow programmatic access to SOFTIMAGE3D. Applications can be fully integrated into SOFTIMAGE3D, or run independently of the SOFTIMAGE3D user interface. For more details visit the Softimage website or see the SOFTIMAGESDK datasheet.

### SOFTIMAGEGDK (game development kit)

Includes a high-level, cross-platform C++ class library for developing game plug-ins for SOFTIMAGE3D. SOFTIMAGEGDK classes encapsulate over 500 SDK function calls, and automatically handle all the low-level details of accessing and modifying data. For more details visit the Softimage website or see the SOFTIMAGEGDK datasheet.

### XSI Viewer

XSI Viewer tools are a suite of tools aimed at providing a robust, professional art pipeline for games and interactive media development. It consists of several elements:

- :: **XSI Export/XSI Import** (supplied as standard with SOFTIMAGE3D): Permits the importing and exporting of dotXSI files.
- :: **XSI Viewer\*:** On-target reference viewer that allows for the preview and validation of dotXSI files. Visualize dotXSI files on many different supported platforms (Win32 OGL and DirectX, and coming soon in 2002, Sony PlayStation2 and Microsoft Xbox as part of the SOFTIMAGEXSI PDK toolkits.) The XSI Viewer is free and publicly available, providing a minimum of support for dotXSI files.
- :: **XSI Viewer SDK\*:** Plug dotXSI support into your own products, customize the file format, and write plug-ins for the previewing tools (The XSI platform offers support for embedded middleware components at authoring, file format and previewing levels). \*Available under special license only.

### SOFTIMAGEXSI FTK

The SOFTIMAGEXSI FTK (File Transfer Kit) toolkit allows for simple, rapid implementation of the Softimage dotXSI v.3.0 file format. The FTK also allows for the integration of high-end 3-D animation packages such as SOFTIMAGE3D and serves as a conduit for the flexible dotXSI file format. This toolkit includes the dotXSI file I/O library and header files, and source code for sample applications.

- :: **High-quality Field Rendering** (both linear and exact).
- :: **Orthogonal View Rendering:** For distortion-free texture maps.
- :: **Parallel and Distributed Rendering:** Distribute rendering across workstation processors or network of workstations (Windows NT and SGI platforms).
- :: **Performance Enhancements:** Grid acceleration, selective feature disabling, incremental object tessellation and networked object tessellation.
- :: **Photon Director:** Provides easy access to the controls of the mental ray v.2.1 special effects, like caustics and global illumination.
- :: **Polygon displacement mapping:** Use 2-D textures to alter the surface of a rendered polygon object.
- :: **Presets:** Over 70 separate shaders and presets. Effects include fisheye, volume lights, atmospheric, volumetric, star, lens flare, hair, fur and smoke.
- :: **Shadow maps:** A new method of creating shadows with depth-mapping that is faster than ray tracing.
- :: **ToonAssistant:** 2-D cel-style rendering.
- :: **Vertex Color Rendering.**

### Texture/Material Control

- :: **2-D Texture Mapping Methods:** Cylindrical, raytraced/non-raytraced reflection map, spherical, UV, XY/XZ/YZ coordinates. Multiple UV support
- :: **2-DTextureReorder:** Allows you to change the order of 2-D local or global textures.
- :: **3-D Procedural Textures:** Cloud, marble, wood.
- :: **Camera Projection:** Texturing project stills or live-action sequences onto a scene from a camera point-of-view.
- :: **Camera UV Texture Generator:** Automatically creates multiple UV-mapping textures from a single image, or animated 2-D textures from a sequence of images when projected onto NURBS surfaces.
- :: **Color Systems:** RGB, HLS, HSV.
- :: **Customizability\*\*:** Customize material and texture properties through the use of mental ray shaders.
- :: **Effects:** Ambience, depth cue, depth fading, layer fog and motion blur.
- :: **Effects/Options:** Edge merging, special points/curves.
- :: **FreezeNormalColours:** Creates vertex colors based on the direction of shading normals
- :: **GC AutoProject:** implements a fast way of texturing polygonal meshes.
- :: **Illumination Models:** Ambient, diffuse and specular.
- :: **Masking Types:** Alpha channel, RGB intensity.
- :: **Material Attributes:** Index of refraction, ambient, diffuse, reflection, specular, static blur, transparency, specular decay.
- :: **Mesh Texturing Tools:** UV texture data preserved/interpolated during vertex editing, and subdivide operations.
- :: **Presets:** Over 400 textures included on a picture CD ("right to use" included).
- :: **RenderMap\*\*:** Allows pre-calculation of all ambient attributes into textures (e.g. lights, shadows).
- :: **SetVertexColor:** Sets a color on tagged vertices using the vertex color information, without having to go into Paint.
- :: **SetCurrentMatTxt:** Set the current material(s) and texture(s) on one or many models at the time, using the selection status of materials and textures in the Schematic view.
- :: **Shading Models:** Blinn, constant, lambert, phong, shadow object. Vertex colors also use phong, blinn, lambert or constant and can have diffuse/transparency attributes.
- :: **Shading Normal Editing:** Interactively edit the orientation and length of shading normals of selected or all components on polygon mesh models.
- :: **Skip Option:** Command line option allows skipping certain frames in a mental ray render sequence.
- :: **Texture Attributes:** Bump mapping, displacement, tiling, blending, ambient and diffuse.
- :: **UV Texturing:** Edit and save UV texture coordinates on mesh objects. UV coordinates lock to vertices.
- :: **Vertex Color Generation.**

### Camera and Lighting Parameters

- :: **Depth of Field:** Aperture, focal distance and focal length.
- :: **Lighting Types:** Infinite, point, selective, spot, sun.
- :: **Lighting Variables:** Color (RGB/HLS/HSV), cone/spread angle, falloff, position, diffuse, selectable object illumination, shadow types (ray-traced, depth map, soft), sun position (geographical location, date) target, umbra/penumbra intensity, custom shaders.
- :: **Picture Format:** Aspect ratio, size, custom or predefined settings.

### Color Reduction

- :: **Color Palette:** (.PAL) files, includes alpha channels support.
- :: **Display:** View number of colors used in pictures as well as palette entry references.
- :: **Flexible Options:** Easily swap, invert, copy, past, undo/redo; color locking, multi-selection, gradations.
- :: **Indexed Image Generation.**
- :: **Multiple-Palette Generation Methods:** Generate palettes from sequences or scene database (with alpha support).
- :: **View:** See original image and "color-reduced" image side-by-side.

### 2-D/3-D Paint

- :: 42 Painterly Effects (e.g. ripple, charcoal, burlap).
- :: Alpha channel support for transparency controls.
- :: Fully interactive 3-D Paint on Polygons, NURBS, Patches, and Meta-Clay.
- :: Independent channel painting.
- :: Interactive 3-D vertex painting.
- :: Interactive polygon UV texture coordinates editing (move, copy/paste).
- :: Image clipboard for intuitive cut/copy/past operations between textures and color palettes.
- :: New image creation and re-sizing.
- :: Projection to UV conversion option.
- :: Texture selection by Raycast.
- :: True-color and color-indexed image manipulation modes.
- :: UV outline stamping & snapping controls.

\* Available only on Win32 (Win 95/98/Windows NT/2000).

\*\* mental ray rendering software only.

"Nothing was comparable to SOFTIMAGE|3D, so we stuck with it again—and I'm glad we did. Softimage offers everything we need, and the animators here know the tools so well that we can play with different combinations, so it's rare to get into a jam. In fact, we've gotten crazy clever with it!"

Dan Taylor  
Animation Director, **ILM** on **Jurassic Park III**

#### SYSTEM REQUIREMENTS

**SOFTIMAGE|3D v.4.0** is certified for Windows NT, IRIX and LINUX operating systems. Please visit [www.softimage.com/support/3d/systemrequirements/](http://www.softimage.com/support/3d/systemrequirements/) for the most current and detailed information.

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